Installing *Trans-Con!*

If the Windows AutoPlay function is enabled on your computer, insert the *Trans-Con!* CD into your CD-ROM drive. Select Install from the AutoPlay menu, then follow the on-screen instructions to complete the installation.

If you are not using the AutoPlay feature, follow these steps:
1. Insert the *Trans-Con!* CD into your CD-ROM drive.
2. Click Start and move the cursor to Settings.
3. Click Control Panel, then double-click Add/Remove Programs.
4. Click Install and then click Next.
5. Follow the on-screen prompts to complete the installation.

Running *Trans-Con!*

If you are using the AutoPlay feature of Windows 95/98, simply insert the *Trans-Con!* CD into your CD-ROM drive and select **Play** from the AutoPlay menu.

If you are not using AutoPlay, follow these steps to run *Trans-Con!*
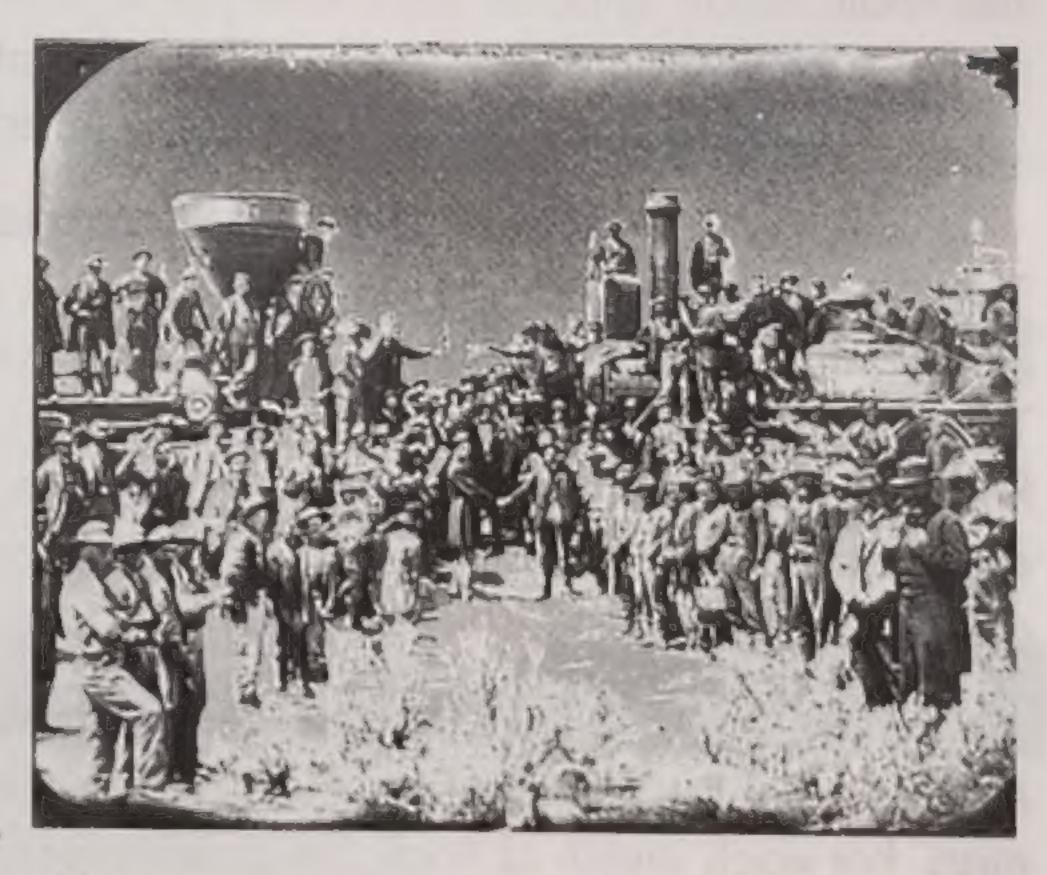1. Close all running Windows applications, then click **Start**.
2. Move the cursor to the **Knowledge Adventure** folder, and click the *Trans-Con!* icon.

The Mystery of the Golden Spike!

The Transcontinental Railroad was the most amazing engineering feat of its day. Beginning in 1863, it took tens of thousands of men six years of grueling work to cross 1,776 miles of the harshest land the West had to offer. For their heroic efforts, the U.S. government granted the Union Pacific and Central Pacific railroads more than $50 million to complete it.

Now you can join the race to build the Transcontinental Railroad in *Lionel®Trains Presents Trans-Con!* Starting from either Sacramento or Omaha, you will survey the terrain, overcome obstacles, and lay track in the quest to be the first company to reach Promontory, Utah, and win the Golden Spike! But watch out! Six real-life outlaws have stolen the Golden Spike and are sabotaging your railroad! Joined by a "DreamTeam" from history, you set out with Jack and Sarah to unravel the mystery and capture the gang behind this dastardly deed.

Join the Team

To sign up for the long haul, type your name in Jack's steam-powered turbo typer, and then click the OK button. To continue a previous game, select your name from the list and click OK.

The Main Menu

The Main Menu appears each time you sign in. Choose from these options:
- New Game
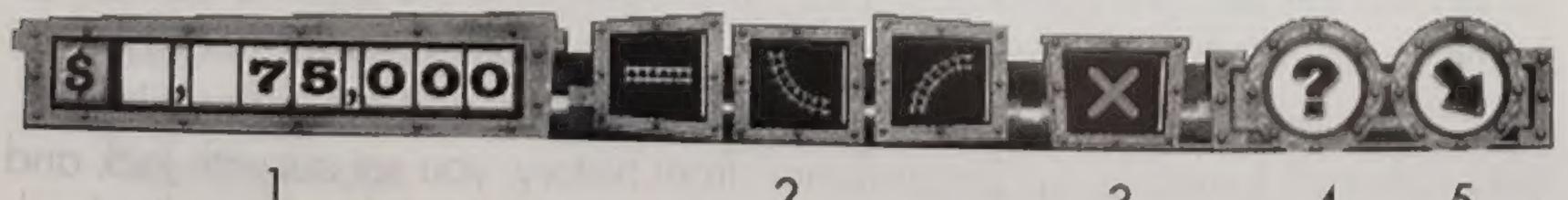- Load Game
- Sound Options
- Crew (credits)
- Help
- Exit

Join a Company

The Union Pacific will build west from Omaha; the Central Pacific will build east from Sacramento! To learn a little about each route, click on the posters. To select a company, click Join. Engine H.Q. is your home base. Here you'll find Jack and his steam-powered map. Use the map to launch three kinds of missions: building the railroad, saving the railroad from sabotage, and capturing outlaws.

Building the Railroad

A close-up of the building site you selected shows on Jack's steam-powered map. For each stretch of track, the government grants you money. Use it wisely as you pay for laying track, blasting tunnels, or building bridges. If you go bankrupt, you'll have to start the section of the map over again.

1   2   3   4   5

1 Money Meter shows how much you have left to build this section of track.
2 Track buttons let you select the direction of the next section of track to be laid.
3 Undo let's you destroy the track you've laid, one track at a time.
4 Help provides written instructions on using the building map.
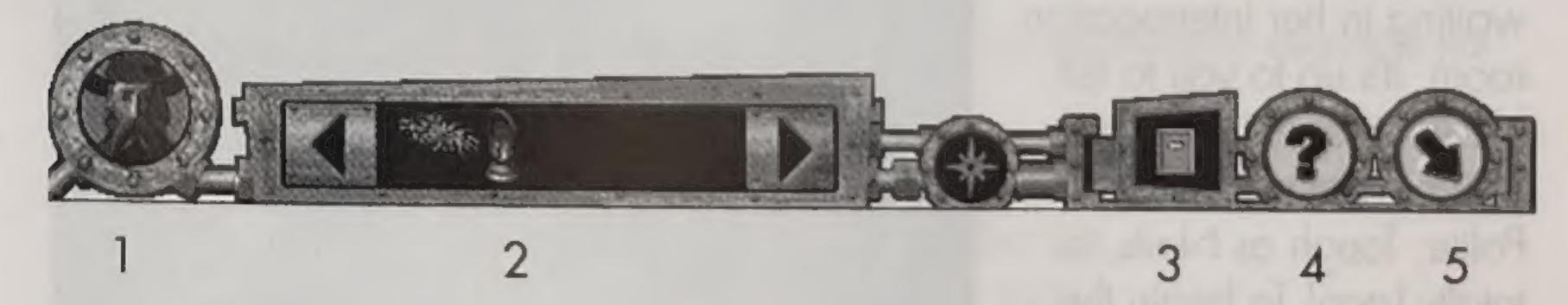5 Exit returns you to Engine H.Q.

Saving the Railroad

A dastardly mastermind has hired six outlaws to destroy your progress! Whenever sabotage is reported, the location will appear on Jack's steam-powered map. Decide which member of your DreamTeam you want to send— Wild Bill Hickok, Calamity Jane, or Tomahawk Beckwourth—and off you go.

To move characters around, click anywhere and they will follow. Right-click the mouse to make them run. To scroll around the environment, move the cursor to any of the four screen edges.

1   **DreamTeam Character** button lets you center the screen on your character.

2   **Inventory** is the place to store objects you have picked up elsewhere in the environment. If an object can be picked up, the cursor will turn into a grasping hand. Click objects to pick them up, and click again on the inventory to store them.

3   **Train of Thought Journal** includes information about your missions, your Dream Team, the outlaws, and the building of the real Transcontinental Railroad.

4   **Help** provides written instructions on the sabotage missions.

5   **Exit** returns you to Engine H.Q.

Capturing the Outlaws

It's your job to capture the outlaws, interrogate them, and figure out who's concocted the master plan. When an outlaw has been spotted, the location will appear on Jack's steam-powered map. Select a member of the DreamTeam to track down the culprit.

Interrogating the Outlaws

Whenever an outlaw is captured, Sarah will be waiting in her interrogation room. It's up to you to tell her what questions to ask and how to ask them—Polite, Tough as Nails, or totally Loco! To begin the interrogation, click on a wanted poster, then click **Who, What, Where,** or **Why** to ask a question.

Of course, outlaws won't always be truthful—in fact, they'll try to confuse you. Fortunately, Sarah's got a steam-powered galvanic skin response truth meter to indicate whether an answer is **True, Dodgy,** or **False**.

Whenever you earn a clue leading to the identity of the mastermind, it's added to your Train of Thought Journal. To accurately identify the mastermind, you'll first need to capture and question all six outlaws.

Technical Support Tips

If you're having trouble with the program, try these tips before contacting Technical Support:

- Make sure the CD surface (clear side) is free of all fingerprints and is not scratched.
- Try running the program on a friend's computer to help determine whether the CD is damaged or there is another cause of the problem.
- Try adjusting the color depth on your computer to 256 colors and see if the program will install or run.
- Close all background applications except "Systray" and "Explorer" (for Windows® 95/98) and try to install or run the program.
- Make sure your sound and video card drivers are the latest version available (for Windows® 95/98).

If you need to contact Technical Support, please have the following information ready:

- Product name and version number (on the face of the CD)
- Processor and Clock Speed (e.g., Pentium® II 450 MHz)
- Operating System and version (e.g., Windows® 98)
- Manufacturer and/or brand of Sound and Video Cards
- Error messages (if any)

Technical Support

Support outside U.S. and Canada via fax, mail, and World Wide Web only.
Phone: (800) 556-6141 • Fax: (818) 246-5604
World Wide Web: http://www.KnowledgeAdventure.com
Mail: Knowledge Adventure, Inc., 4100 W. 190th St., Torrance, CA 90504

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LIONEL TRAINS
PRESENTS
TRANS-CON!

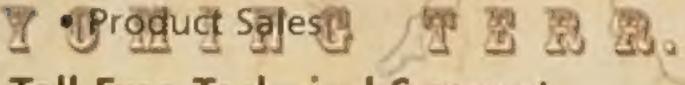### THE RACE TO CONNECT THE COUNTRY HAS BEGUN

MONTANA

TERR.

Stuck? Need Help?

This program contains a detailed
User's Guide on the CD-ROM disc.
To access the User's Guide, click on
the Knowledge Adventure Help Icon.

Internet:

www.KnowledgeAdventure.com

- Technical Support
- Product information
- E-mail
- Product Sales

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Toll-Free Technical Support

(before calling, please be seated at your computer)

(800) 556-6141

Customer Service

(800) 542-4240

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